

Lecture 05

For-Loops

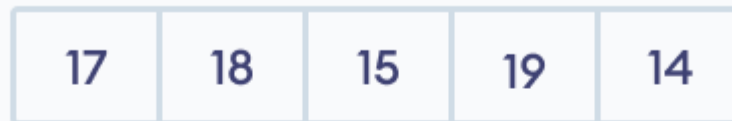
Announcements

- Lab will be auto released on Wed
- Must know how to unzip/zip a folder (if you don't know, make sure to study)
- Include today's lecture
- Do not email any submission related to lab
- Absolutely no late submissions

What is a list in python?

In Python, lists are used to store multiple data at once.

Suppose we need to record the ages of 5 students. Instead of creating 5 separate variables, we can simply create a list.



List of Age

Lists Elements

What is a list in python?

A list can store a collection of data of any size.

Python lists are one of the most versatile data types that allow us to work with multiple elements at once.



Creating a list

We create a list by placing elements inside [], separated by commas. For example,.

```
ages = [19, 26, 23]  
print(ages)
```

Output: [19, 26, 23]

A list can

- Store elements of different types (integer, float, string, etc.)
- Store duplicate elements

list with elements of different data types

```
list1 = [1, "Hello", 3.4]
```

list with duplicate elements

```
list1 = [1, "Hello", 3.4, "Hello", 1]
```

empty list

```
list3 = []
```

Accessing list elements

In Python, lists are ordered and each item in a list is associated with a number. The number is known as a list index.

The index of the first element is 0, second element is 1 and so on. For example,

```
languages = ["Python", "Swift", "C++"]
```

```
# access item at index 0
```

```
print(languages[0]) # Python
```

```
# access item at index 2
```

```
print(languages[2]) # C++
```

Negative indexing in python

Python allows negative indexing for its sequences. The index of -1 refers to the last item, -2 to the second last item and so on.

```
languages = ["Python", "Swift", "C++"]
```

```
# access item at index 2
```

```
print(languages[-1]) # C++
```

```
# access item at index 0
```

```
print(languages[-3]) # Python
```

	"Python"	"Swift"	"C++"
index →	0	1	2
negative index →	-3	-2	-1

Python Negative Indexing

Add elements to a list

Lists are mutable (changeable). Meaning we can add and remove elements from a list.

Python list provides different methods to add items to a list.

The `append()` method adds an item at the end of the list. For example,

Add elements to a list

```
numbers = [21, 34, 54, 12]  
print("Before Append:", numbers)
```

```
# using append method  
numbers.append(32)
```

```
print("After Append:", numbers)
```

Output:

Before Append: [21, 34, 54, 12]

After Append: [21, 34, 54, 12, 32]

List methods

Method	Description
<code>append()</code>	add an item to the end of the list
<code>extend()</code>	add all the items of an iterable to the end of the list
<code>insert()</code>	inserts an item at the specified index
<code>remove()</code>	removes item present at the given index
<code>pop()</code>	returns and removes item present at the given index
<code>clear()</code>	removes all items from the list
<code>index()</code>	returns the index of the first matched item
<code>count()</code>	returns the count of the specified item in the list
<code>sort()</code>	sort the list in ascending/descending order
<code>reverse()</code>	reverses the item of the list
<code>copy()</code>	returns the shallow copy of the list

Example: Summing the Elements of a List

```
def sum(thelist):
```

```
    """Returns: the sum of all elements in thelist
```

```
    Precondition: thelist is a list of all numbers  
    (either floats or ints)"""
```

```
    pass # Stub to be implemented
```

Remember our approach:
Outline first; then implement

Example: Summing the Elements of a List

```
def sum(thelist):
```

```
    """Returns: the sum of all elements in thelist
```

```
    Precondition: thelist is a list of all numbers  
    (either floats or ints)"""
```

```
    # Create a variable to hold result (start at 0)
```

```
    # Add each list element to variable
```

```
    # Return the variable
```

Example: Summing the Elements of a List

```
def sum(thelist):
```

```
    """Returns: the sum of all elements in thelist
```

```
    Precondition: thelist is a list of all numbers  
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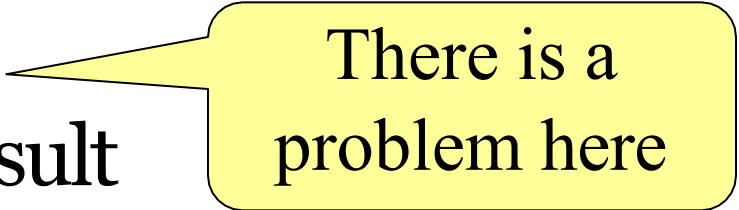
```
    result = 0
```

```
    result = result + thelist[0]
```

```
    result = result + thelist[1]
```

```
    ...
```

```
    return result
```



There is a
problem here

Working with Sequences

- Sequences are potentially **unbounded**
 - Number of elements inside them is not fixed
 - Functions must handle sequences of different lengths
 - **Example:** `sum([1,2,3])` vs. `sum([4,5,6,7,8,9,10])`
- Cannot process with **fixed** number of lines
 - Each line of code can handle at most one element
 - What if # of elements > # of lines of code?
- We need a new **control structure**

The For-Loop

Create local var x

x = seqn[0]

print(x)

x = seqn[1]

print(x)

...

x = seqn[len(seqn)-1]

print(x)

Not valid
Python

Write as a for-loop

for x in seqn:

| print(x)

Key Concepts

- **iterable:** seqn
- **loop variable:** x
- **body:** print(x)

Executing a For-Loop

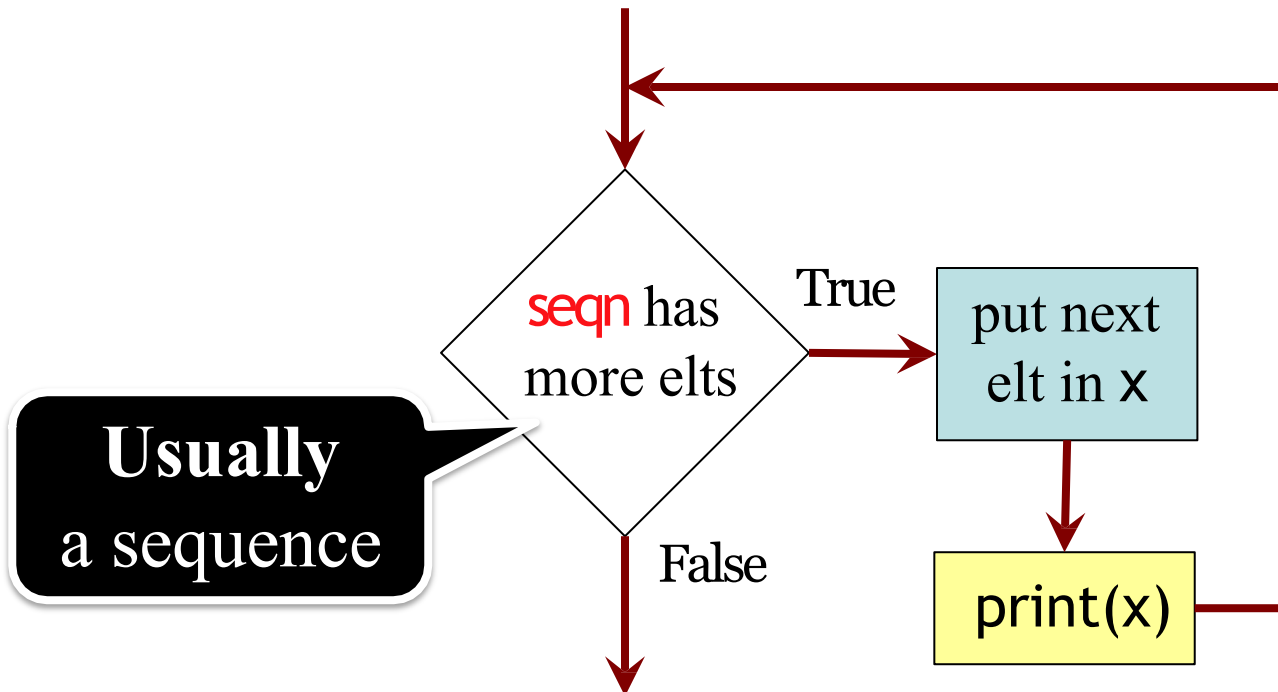
The for-loop:

```
for x in seqn:  
    print(x)
```

- iterable: **seqn**

- loop variable: **x**

- body: **print(x)**



Example: Summing the Elements of a List

```
def sum(thelist):
```

```
    """Returns: the sum of all elements in thelist
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```
    Precondition: thelist is a list of all numbers  
    (either floats or ints)"""
```

```
    # Create a variable to hold result (start at 0)
```

```
    # Add each list element to variable
```

```
    # Return the variable
```

Example: Summing the Elements of a List

```
def sum(thelist):
```

```
    """Returns: the sum of all elements in thelist
```

```
    Precondition: thelist is a list of all numbers
    (either floats or ints)"""
```

```
    result = 0
```

```
    for x in thelist:
```

```
        result = result + x
```

```
    return result
```

- **iterable:** thelist
- **loop variable:** x
- **body:** result=result+x

Example: Summing the Elements of a List

```
def sum(thelist):
```

```
    """Returns: the sum of all elements in thelist
```

```
    Precondition: thelist is a list of all numbers
    (either floats or ints)"""
```

```
    result = 0
```

Accumulator
variable

```
    for x in thelist:
```

```
        result = result + x
```

```
    return result
```

- **iterable:** thelist
- **loop variable:** x
- **body:** result=result+x

The Accumulator

- In a slides saw the **accumulator**
 - Variable to hold a final (numeric) answer
 - For-loop added to variable at each step
- This is a common *design pattern*
 - Popular way to compute statistics
 - Counting, averaging, etc.
- It is not just limited to numbers
 - Works on **every type that can be added**
 - This means **strings**, **lists** and **tuples**!

Example: String-Based Accumulator

```
def despace(s):
```

```
    """Returns: s but with its spaces removed
```

```
    Precondition: s is a string"""
```

```
    # Create an empty string accumulator
```

```
    # For each character x of s
```

```
        # Check if x is a space
```

```
        # Add it to accumulator if not
```

Example: String-Based Accumulator

```
def despace(s):
```

```
    """Returns: s but with its spaces removed
```

```
    Precondition: s is a string"""
```

```
    result = ""
```

```
    for x in s:
```

```
        if x != ' ':
```

```
            result = result+x
```

```
    return result
```



Body

Modifying the Contents of a List

```
def add_one(thelist):
```

```
    """(Procedure) Adds 1 to every element in the list
```

```
    Precondition: thelist is a list of all numbers  
    (either floats or ints)"""
```

```
    for x in thelist:
```

```
        x = x+1
```

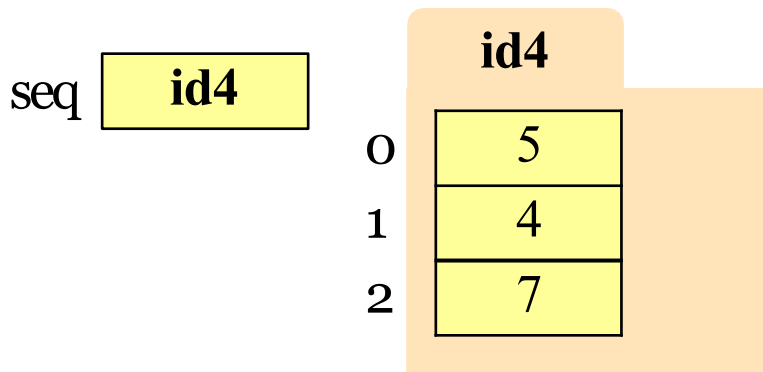
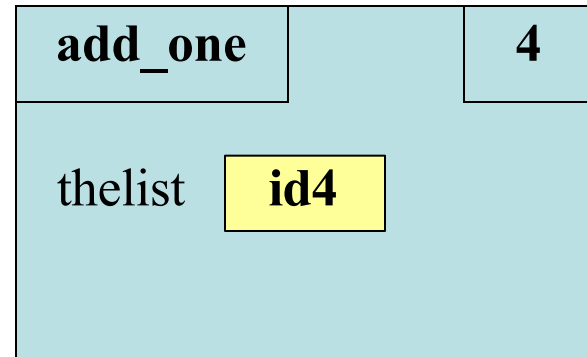
```
    # procedure; no return
```

DOES NOT WORK!

For Loops and Call Frames

```
1. def add_one(thelist):  
2.     """Adds 1 to every elt  
3.     Pre: thelist all nums"""  
4.     for x in thelist:  
5.         x = x+1
```

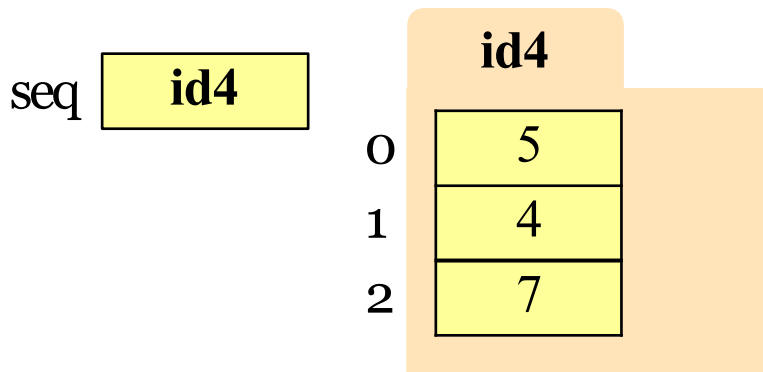
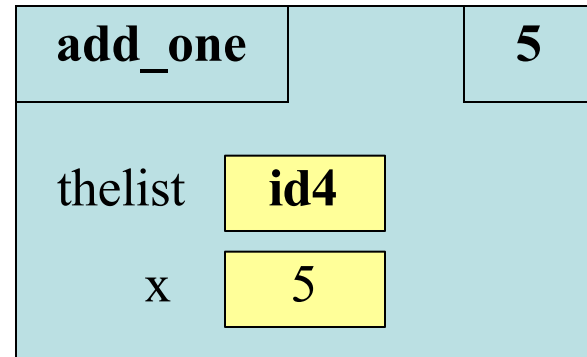
add_one(seq):



For Loops and Call Frames

```
1. def add_one(thelist):  
2.     """Adds 1 to every elt  
3.     Pre: thelist all nums"""  
4.     for x in thelist:  
5.         x = x+1
```

add_one(seq):

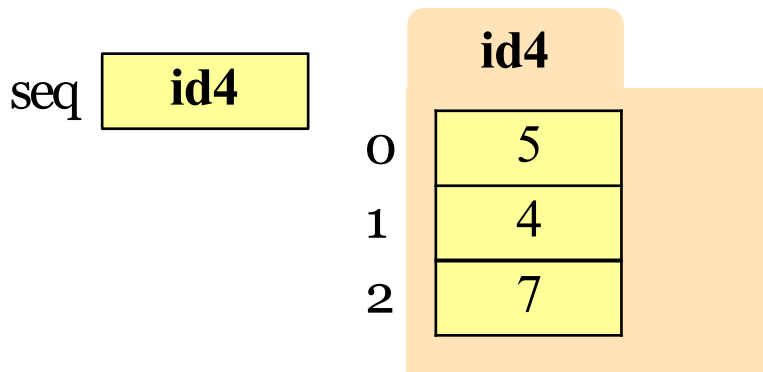
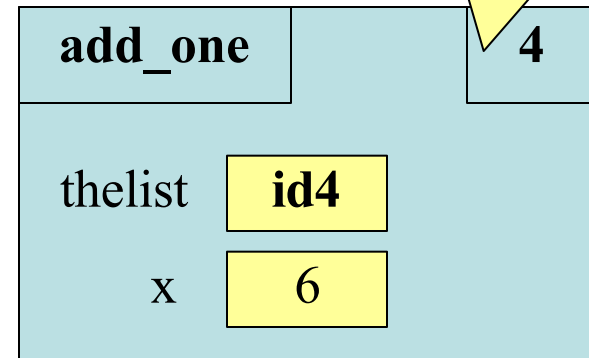


For Loops and Call Frames

```
1. def add_one(thelist):
2.     """Adds 1 to every elt
3.     Pre: thelist all nums"""
4.     for x in thelist:
5.         x = x+1
```

add_one(seq):

Loop back
to line 4

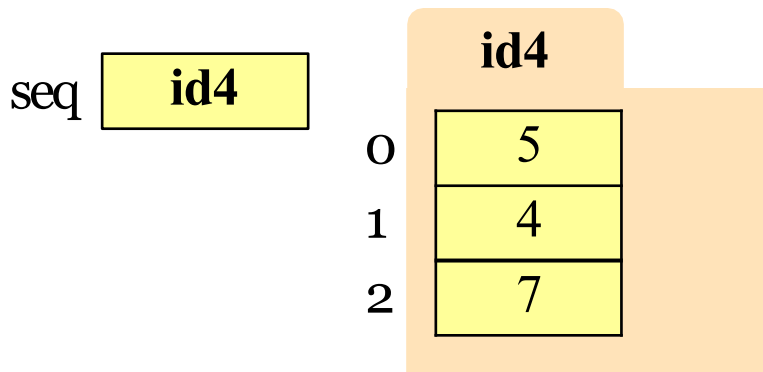
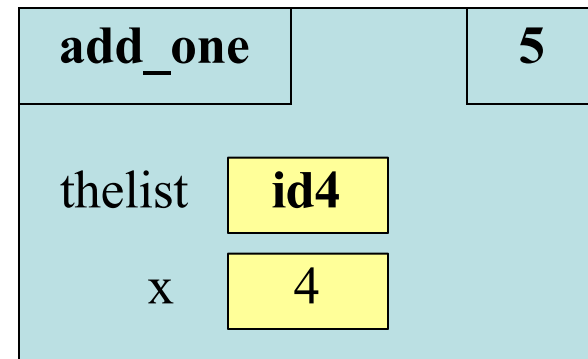


Increments `x` in **frame**
Does not affect folder

For Loops and Call Frames

```
1. def add_one(thelist):
2.     """Adds 1 to every elt
3.     Pre: thelist all nums"""
4.     for x in thelist:
5.         x = x+1
```

add_one(seq):



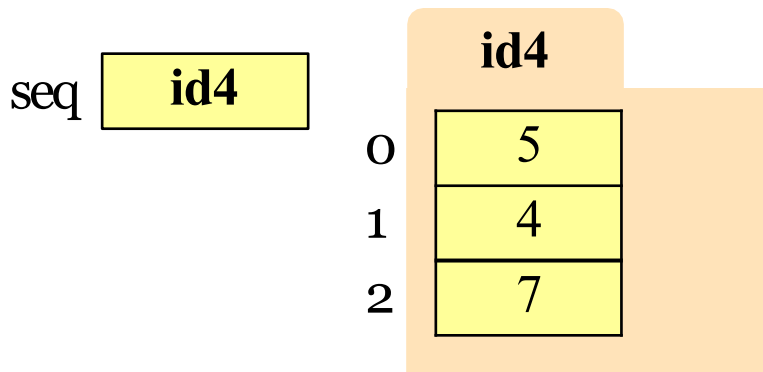
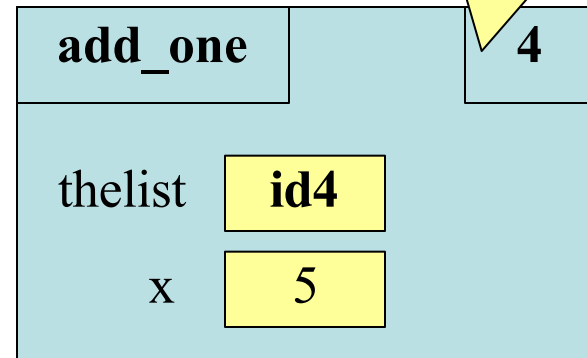
Next element stored in `x`.
Previous calculation lost.

For Loops and Call Frames

```
1. def add_one(thelist):  
2.     """Adds 1 to every elt  
3.     Pre: thelist all nums"""  
4.     for x in thelist:  
5.         x = x+1
```

add_one(seq):

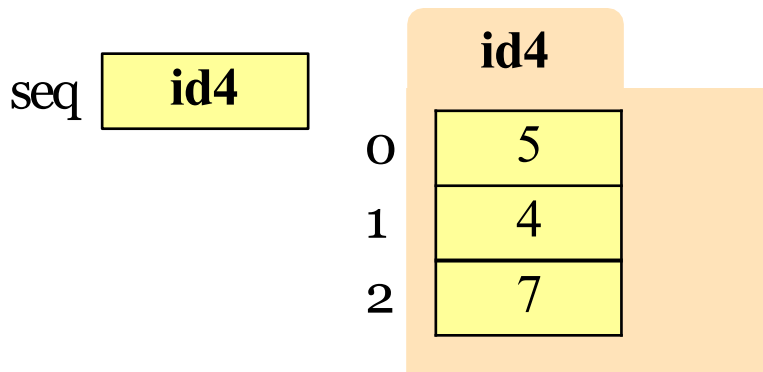
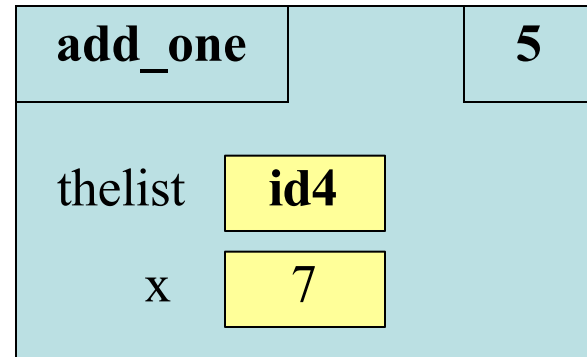
Loop back
to line 4



For Loops and Call Frames

```
1. def add_one(thelist):
2.     """Adds 1 to every elt
3.     Pre: thelist all nums"""
4.     for x in thelist:
5.         x = x+1
```

add_one(seq):



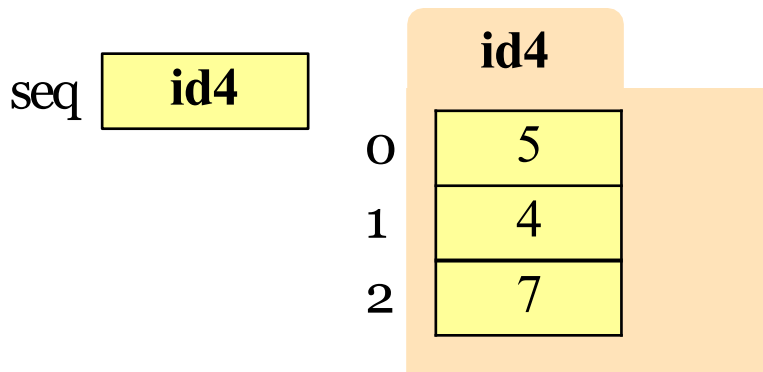
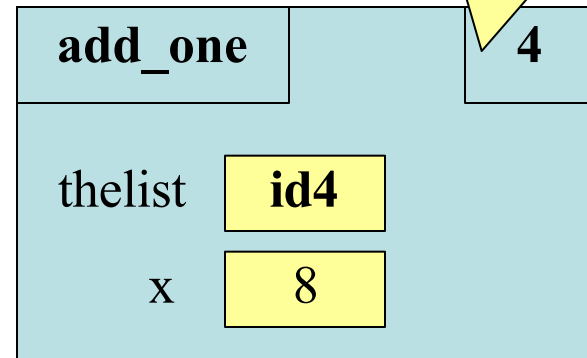
Next element stored in `x`.
Previous calculation lost.

For Loops and Call Frames

```
1. def add_one(thelist):
2.     """Adds 1 to every elt
3.     Pre: thelist all nums"""
4.     for x in thelist:
5.         x = x+1
```

add_one(seq):

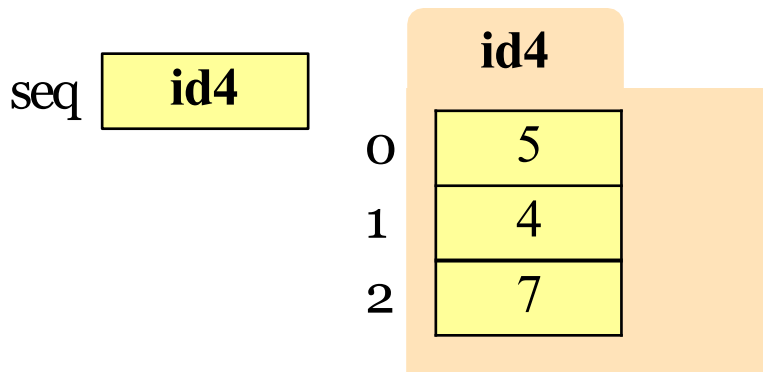
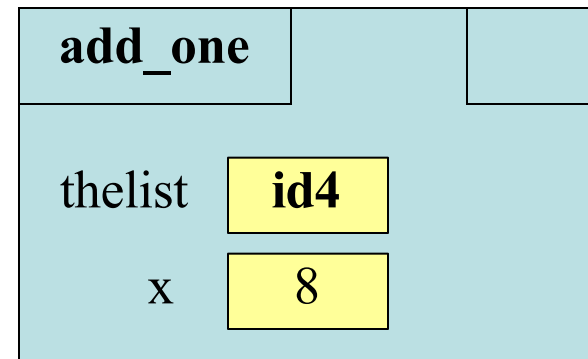
Loop back
to line 4



For Loops and Call Frames

```
1. def add_one(thelist):
2.     """Adds 1 to every elt
3.     Pre: thelist all nums"""
4.     for x in thelist:
5.         x = x+1
```

add_one(seq):



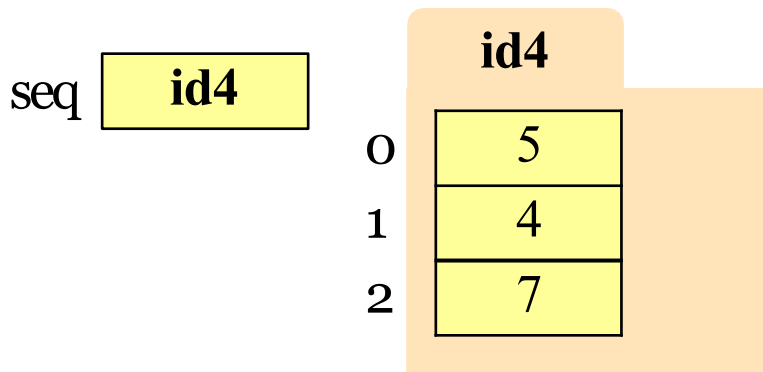
Loop is **completed**.
Nothing new put in x.

For Loops and Call Frames

```
1. def add_one(thelist):  
2.     """Adds 1 to every elt  
3.     Pre: thelist all nums"""  
4.     for x in thelist:  
5.         x = x+1
```

add_one(seq):

ERASE WHOLE FRAME



No changes
to folder

On The Other Hand

```
def copy_add_one(thelist):
```

```
    """Returns: copy with 1 added to every element
```

```
    Precondition: thelist is a list of all numbers  
    (either floats or ints)"""
```

```
    mycopy = [] # accumulator
```

```
    for x in thelist:
```

```
        x = x+1
```

```
        mycopy.append(x) # add to end of accumulator
```

```
    return mycopy
```

Accumulator keeps
result from being lost

How Can We Modify A List?

- **Never** modify iterable!
- This is an infinite loop:
- Need a second sequence
- How about the *positions*?

```
for x in thelist:  
    thelist.append(1)
```

```
thelist = [5, 2, 7, 1]  
thepos = [0, 1, 2, 3]
```

Try in Python Tutor
to see what happens

```
for x in thepos:  
    thelist[x] = thelist[x]+1
```

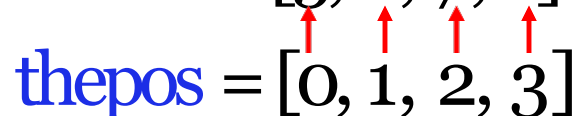
How Can We Modify A List?

- **Never** modify iterable!
- This is an infinite loop:
- Need a second sequence
- How about the *positions*?

```
for x in thelist:  
    thelist.append(1)
```

Try in Python Tutor
to see what happens

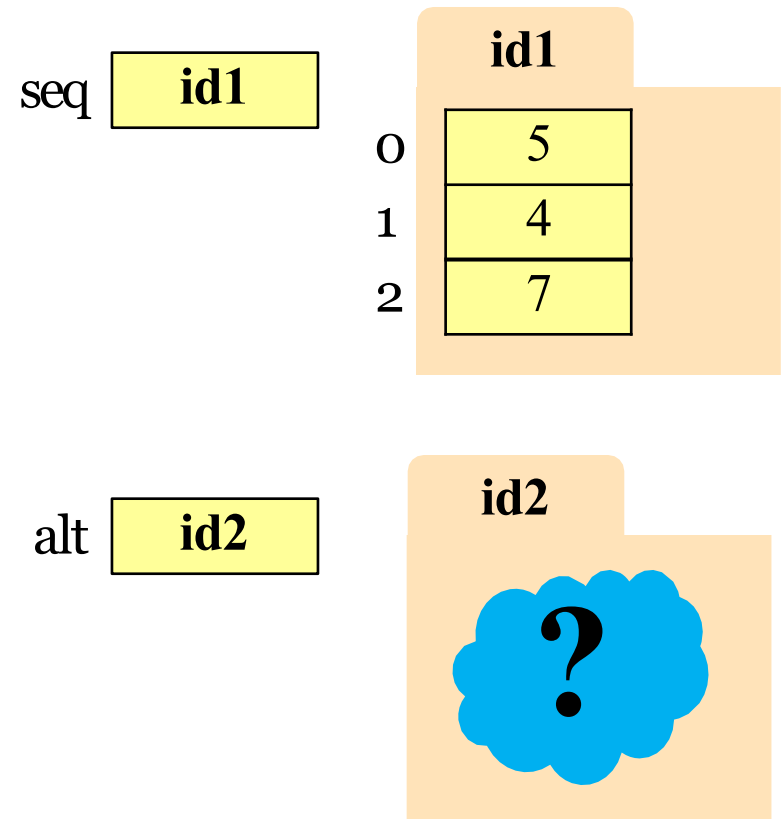
```
thelist = [5, 2, 7, 1]  
thepos  = [0, 1, 2, 3]
```



```
for x in thepos:  
    thelist[x] = thelist[x]+1
```

This is the Motivation for Iterables

- **Iterables** are objects
 - Contain data like a list
 - **But cannot slice them**
- Have list-like properties
 - Can use then in a for-loop
 - Can convert them to lists
 - **mylist** = list(**myiterable**)
- **Example:** Files
 - Use open() to create object
 - Makes iterable for reading



Iterables, Lists, and For-Loops

```
>>> file = open('sample.txt')
```

```
>>> list(file)
```

```
['This is line 1\n',  
'This is line 2\n']
```

```
>>> file = open('sample.txt')
```

```
>>> for line in file:
```

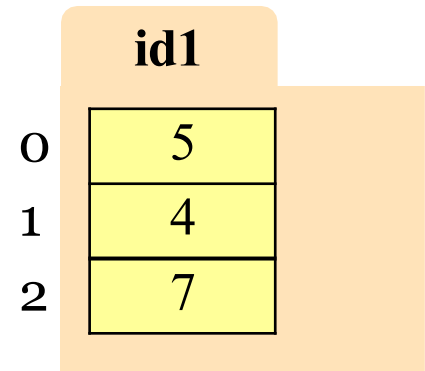
```
...     print(line)
```

```
This is line one
```

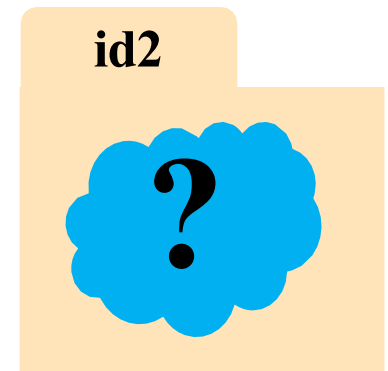
```
This is line two
```

print adds \n
in *addition* to
one from file

seq id1



alt id2



The Range Iterable

- `range(x)`
 - Creates an iterable
 - Stores `[0,1,...,x-1]`
 - **But not a list!**
 - But try `list(range(x))`
- `range(a,b)`
 - Stores `[a,...,b-1]`
- `range(a,b,n)`
 - Stores `[a,a+n,...,b-1]`

- Very versatile tool
- Great for processing ints

Accumulator

`total = 0`

add the squares of ints
in range 2..200 to total

```
for x in range(2,201):  
    total = total + x*x
```

Modifying the Contents of a List

```
def add_one(thelist):
```

```
    """(Procedure) Adds 1 to every element in the list
```

```
    Precondition: thelist is a list of all numbers  
    (either floats or ints)"""
```

```
    size = len(thelist)
```

```
    for k in range(size):
```

Iterator of list
positions (safe)

```
        thelist[k] = thelist[k]+1
```

```
# procedure; no return
```

WORKS!